3. Create a class Book which contains four members: name, author, price, num_pages. Include a constructor to set the values for the members. Include methods to set and get the details of the objects. Include a toString() method that could display the complete details of the book. Develop a Java program to create n book objects.

```
import java.util.Scanner;
class Book
{
        String name;
        String author;
        double price;
        int numpages;
        Book(String name, String author, double price, int numpages)
                this.name=name;
                this.author=author;
                this.price=price;
                this.numpages=numpages;
        }
        void setDetails(String name, String author, double price, int numPages)
        {
                this.name=name;
                this.author=author;
                this.price=price;
                this.numpages=numPages;
        }
        void displayDetails()
                System.out.println("BookName:"+name);
                System.out.println("BookAuthor:"+author);
                System.out.println("BookPrice:"+price);
                System.out.println("BookPages:"+numpages);
        }
        public String toString()
                return (name+ "," +author+","+price+"numpages");
        }
}
```

```
class BookDemo
{
        public static void main(String[] args)
                Scanner sc = new Scanner(System.in);
                System.out.println("Enter no of books:");
                int n= sc.nextInt();
                sc.nextLine();
                Book[] b=new Book[n];
                for(int i =0 ; i<n ;i++)
                {
                        System.out.println("Enter name:");
                        String na = sc.nextLine();
                        System.out.println("Enter author:");
                        String a = sc.nextLine();
                        System.out.println("Enter price:");
                        int p = sc.nextInt();
                        System.out.println("Enter no of pages:");
                        int page = sc.nextInt();
                        sc.nextLine();
                        b[i]=new Book(na,a,p,page);
                        b[i].displayDetails();
                System.out.println("All Book Details");
                for (int i=0;i<n;i++)
                        System.out.println(b[i]);
                }
        }
}
```

```
C:\Users\sammj\OneDrive\Desktop\JAVA LAB\Lab 3>java BookDemo
Enter no of books:
2
Enter name:
The Da Vinci Code
Enter author:
Dan Brown
Enter price:
350
Enter no of pages:
400
BookName: The Da Vinci Code
BookAuthor:Dan Brown
BookPrice:350.0
BookPages: 400
Enter name:
The Kite Runner
Enter author:
KhaledHousseni
Enter price:
385
Enter no of pages:
390
BookName: The Kite Runner
BookAuthor:KhaledHousseni
BookPrice:385.0
BookPages: 390
All Book Details
The Da Vinci Code, Dan Brown, 350.0 numpages
The Kite Runner, KhaledHousseni, 385. Onumpages
```

* PAGE: 19 10 241 A (reat a class Book which contains jour members name, author, price, num-page. Endude a constructor to set the values for the members. Include necknools to det and get details of the objects - Endude a to string of method that distance the conflict defails Develop afava program to creak a book object class book ? Strais name; String author; double brice; int numfages public book (String name, String author, double frice, int numpages) this name = hame; Hus author = author, this- frice - price; this num lages = numlages; Steins get Name O uit getnumlages Q E double get Bici () & rehern get Brice;

